



AGE OF SLAM WARPHEIM MOD

“There's nothing in the rules that says a centaur can't play basketball.”



As per the “Murderball” special mission on page 121, except for the following changes:

Names: The Murderball is henceforth renamed the “Rock” and can be thrown anywhere on the table, including into the Stands. Additionally, Murderpoints are henceforth renamed “Slam Points”

Bounce: The Rock scatters d6” in a random direction twice if it is not caught after being thrown by a model. If the Rock winds up in the Stands, keep scattering it 3d6” until comes back into the Court.

Dribble: In addition to being thrown as a weapon, the Rock may be passed to other models as a regular item but can be passed to any model within 3”. One unlocked model within 3” of a passing model may attempt to steal the Rock and add it to their equipment by comparing their F+I to the passing model's F+I, and rolling on The Chart™. If this roll is successful then the passing model's unit turn immediately ends. The stealing model then gains the Rock and must immediately take their unit turn.

The Court: The court is 24” by 48” instead of 48” square. The remaining space is occupied by the stands and includes deployed models such as cheerleaders, corpse tokens, and purchased sniper towers. If a player moves into, or is pushed or tossed into the stands for any reason, they are *Attacked By The Crowd* and suffer 2d6 AP0 primitive wounding blows. If they survive, redeploy them after the next Slam Point is scored. Models flying over top of the stands will not be attacked unless they land. Purchased buildings, as well as any models deployed in them, will never be *Attacked By The Crowd*. Models inside buildings may move and act normally, but forfeit the game if they set foot on the Court.

The Hoops: Instead of goals, each short edge of the court has a pole in the middle with a hoop 10” off the ground. The hoop has T8, W8, E0, and can be targeted normally or passed to like a unit. A hoop that is destroyed cannot be scored upon until it is replaced automatically at the end of the Game Cycle.

Slam Points: Throwing the Rock through the enemy hoop earns your party 2 Slam Points. Jumping or Leaping into the enemy hoop while holding the Rock is a *Dunk* and earns your party 3 Slam points.

Any model may purchase the following as primary access talents:

Cheerleader (X) 60 gold per level

This model cannot take part in the game on the Court but is deployed in the stands and can be shot at with projectiles and magic normally. They cannot move, and will never be affected by *Attacked By The Crowd*. For each level of this talent, you may reroll one die on the Court until the next Slam Point is scored.

Popular (X) 40 gold per level

For each level of this talent you may ignore one *Attacked By The Crowd* result per game or ignore one enemy player's use of the *Popular* talent. It is possible to expend all popularity in a single moment.

I ain't sayin she a gold digger, but she ain't messing with no broke lizard 35 gold per level

For every full 100 experience/gold spent on new talents, this player gains an upkeep of one gold per game in addition to any upkeep they may have already had. However, their skill and celebrity allow them to purchase *Strength* and *Speed* talents as primary talents if not normally allowed to do so or at half price (round up) if they were. Furthermore they may purchase the *Popular* talent at half price.